

BOSS MOVIE DELUXE



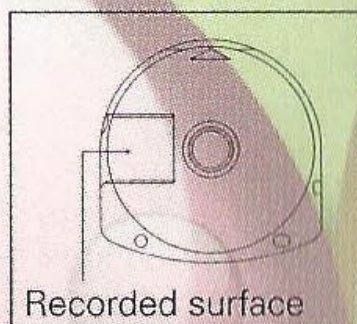
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.

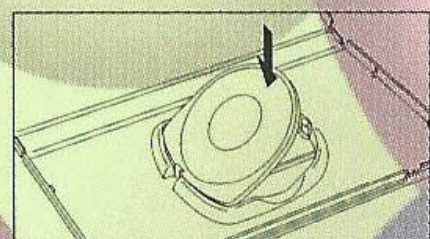
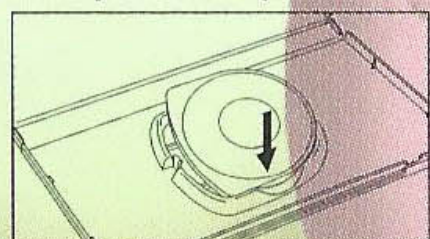


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.



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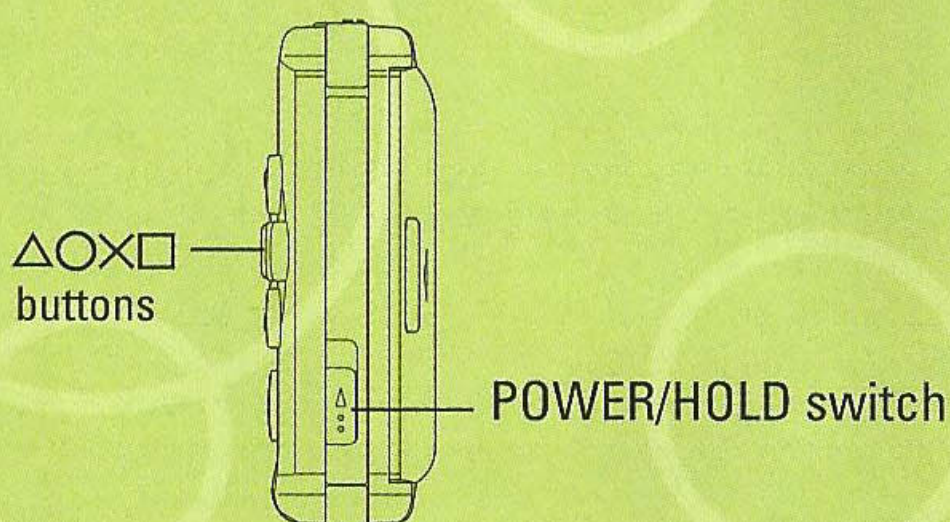
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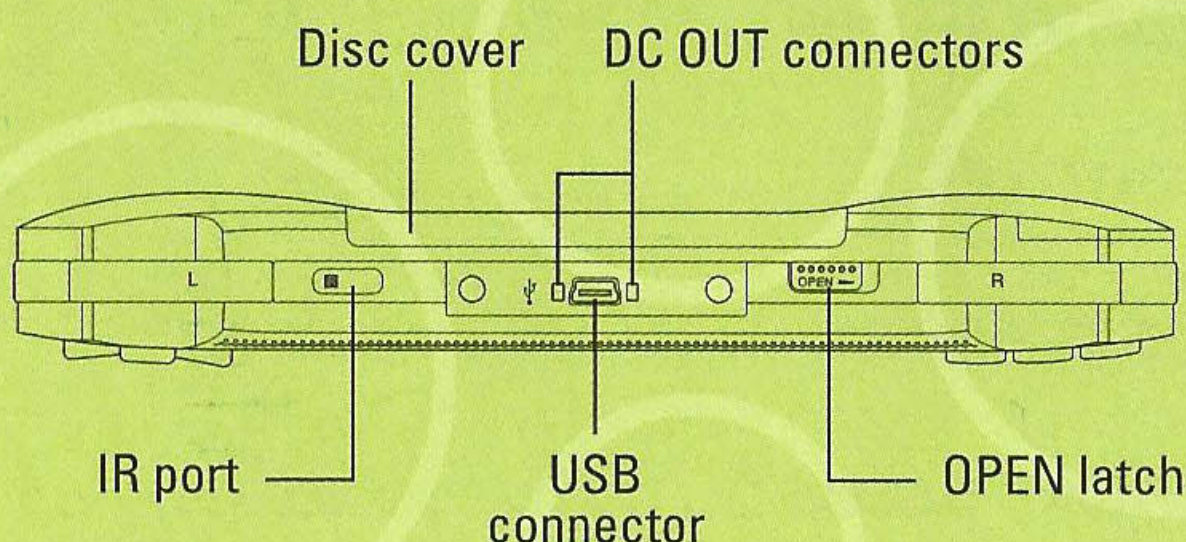


GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT BUST-A-MOVE DELUXE disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

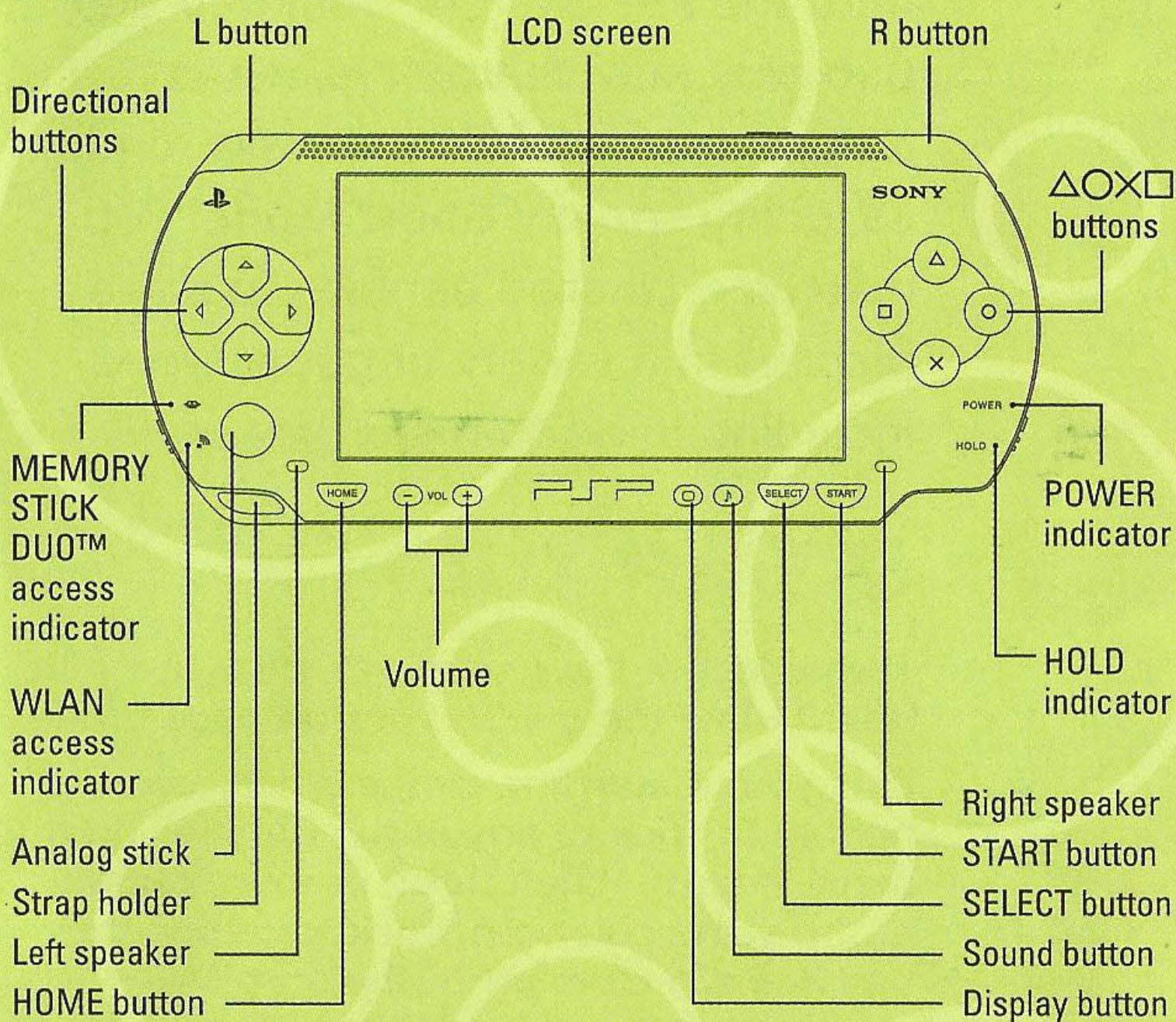
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



introduction

Bust-A-Move is back and bursting onto the PSP™ system! Join Bob and Bub plus new characters, never before seen games and ways to play including spooky Ghost Mode! Pop matching colored bubbles to solve puzzles in a variety of game types including head-to-head play.

game rules

The object of the game is to clear the board of all the bubbles set on each level.

Using your launcher, aim and fire your bubble to stick to any of the bubbles on the game board. When three or more bubbles of the same color are stuck together, they pop and will clear off of the board. Any remaining bubbles attached to the group will be dropped off of the board. When all of the bubbles have been cleared, the level has been completed.

Each time a certain number of bubbles are fired, the field of bubbles will descend by one level. Be quick because when the field of bubbles crosses the deadline, it's GAME OVER!



controls

DIRECTIONAL BUTTONS and **ANALOG STICK** move the launcher to set the target.

⊗ **BUTTON** launches the bubble in the direction the launcher is pointing.

△ **BUTTON** cancels out of the menu screen.

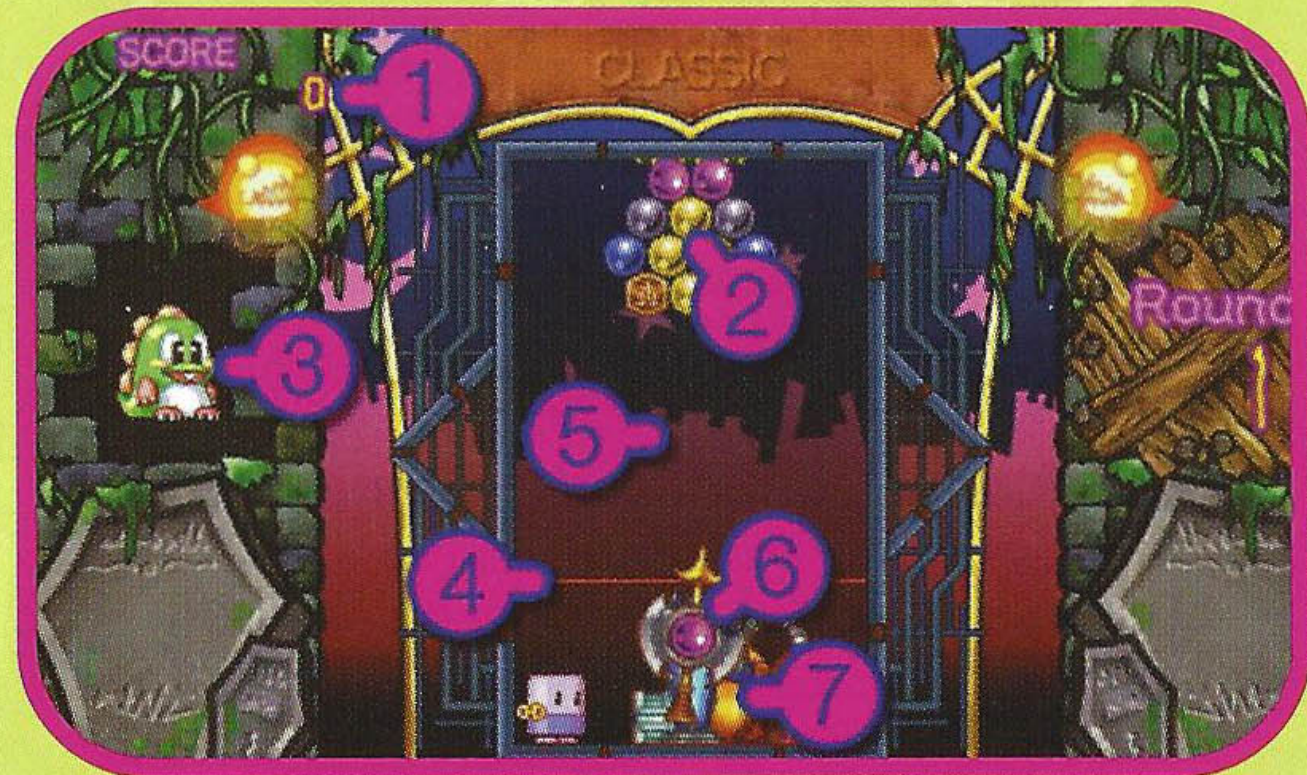
← **BUTTON** slowly shifts the launcher to the left.

→ **BUTTON** slowly shifts the launcher to the right.

main menu

Press **START** to enter the Main Menu. Entering Multi-player will prompt you to sign in your name (using letter and number keys only). Press Left or Right to scroll through Game Modes and Options.

game screen



① Score

② Field of Bubbles

③ Character

④ Deadline

⑤ Game Field

⑥ Current Bubble

⑦ Launcher

pause menu screen

- Continue – returns to game
- Return to Menu – returns to Main Menu screen



game modes

Bust-A-Move Deluxe is divided into the following game modes:

classic mode

Whether you are a first-timer or an expert bubble launcher, you will find brain-teasing fun in the 300 original *Bust-A-Move* puzzles available in Classic Mode. Simply follow the basic *Bust-A-Move* rule of combining 3 bubbles of the same color together to make them pop before your time is up and you win!

To begin, use your launcher to fire a bubble into another bubble in the field. When at least 3 bubbles of the same color are stuck together, they will disappear. Repeat this process in order to clear all the bubbles on your playing field. Surrounding bubbles (of a different color) will also be dropped off of the game board, provided they are not connected to any other bubbles. You earn more points by dropping these extra bubbles vs. clearing a set of bubbles alone.

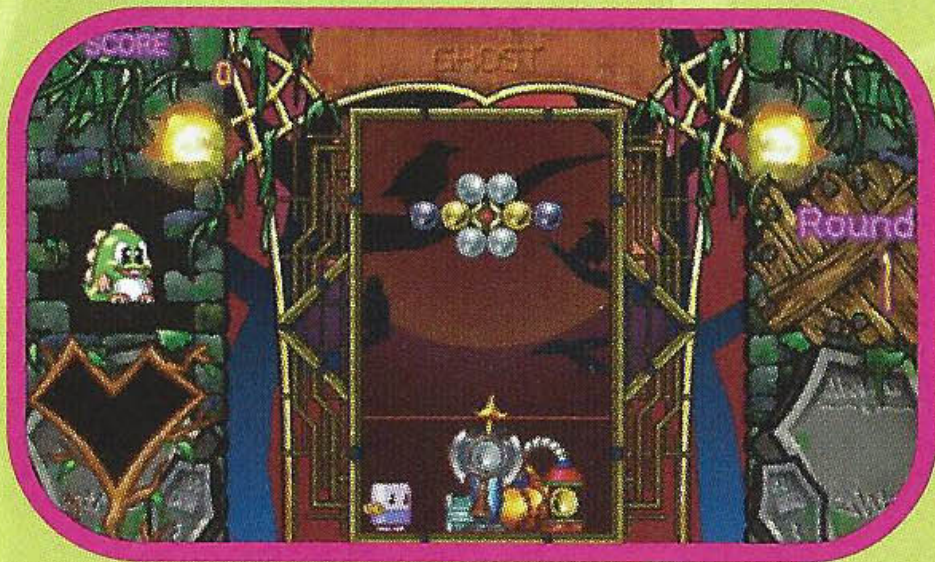
Once all bubbles on the board have been cleared, you can advance to the next level. If the field of bubbles crosses the deadline the game is over and you lose!

To replay a level, select YES when "Continue?" appears on the screen. Selecting NO will bring you back to the Main Menu.



ghost mode

In this mode, you must bounce bubbles off of the walls surrounding your playing field to get them to stick and create matches. Any bubbles not bounced off walls will pass through the bubbles on the playing field.



HEART METER

Players be warned! Each time you fail to make a match the Heart Meter will increase by one notch. Once it reaches its maximum “speed,” (or 5 notches), it’s game over! Every other consecutive match will “slow down” the heart meter by one level.

GHOST EFFECT

This occurs when a certain number of balls have been dropped from the playing field at once. The ghost will appear on your opponent’s playing field, and mask the colors of the bubbles for a short time, lessening his/her chances to make a match and win the game.



challenge puzzles

Bust-A-Move Deluxe features eight Challenge Puzzles, including four new additions to the original *Bust-A-Move* series. Each Challenge Puzzle consists of 6 rounds. All 6 rounds must be cleared in order to successfully complete that stage.

Completing any of these Challenge Puzzle rounds will unlock special characters or advance the level of your character.

If you fail to clear a single round, you will be prompted with a "Continue?" screen.

SEE SAW PUZZLE

The entire field is built like a seesaw. When a bubble is fired on either side of the field, the field will teeter in that direction. Keep the field balanced and clear all the bubbles to clear the puzzle. If the field teeters over a certain angle on either side, it will topple over, causing the game to end. The trick to this puzzle is to clear all the bubbles while keeping the field properly balanced.



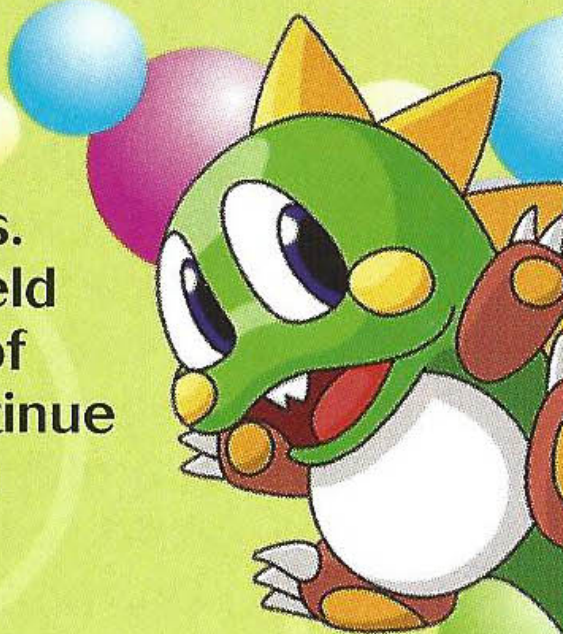
BLIND PUZZLE

When this puzzle begins, you will not be able to see bubble colors. When a fired bubble sticks to the field of bubbles, you can see the colors of the field bubbles it is touching. Continue to expose all bubbles while clearing them off the screen.



COUNT PUZZLE

Count Puzzle is another head-to-head game played against the computer or another player. Take turns firing bubbles to see which side can drop the most bubbles. Erasing bubbles doesn't count; it's the number dropped that determines which side wins. Therefore, it's possible for either side to suddenly come from behind and win, or lose the game in the end. If a player crosses the deadline, he/she loses the game.



COLOR PUZZLE

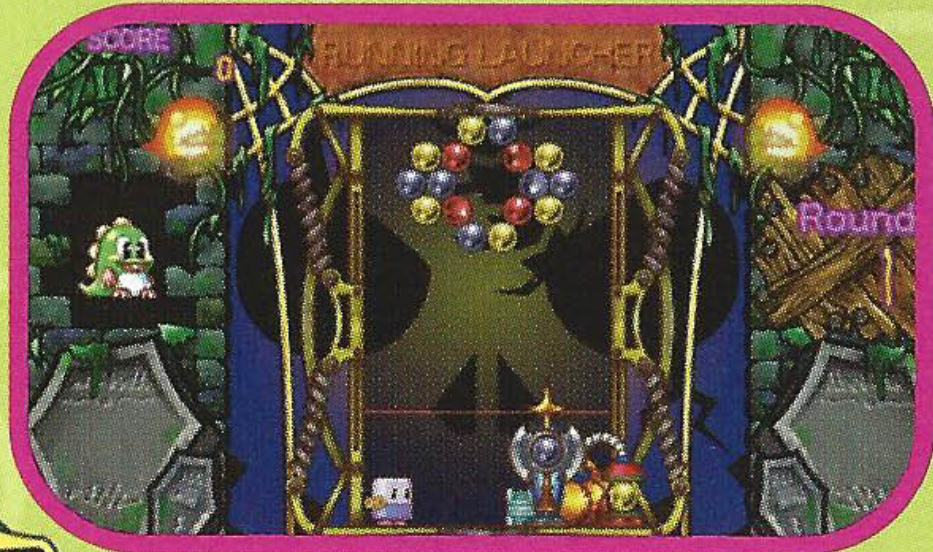
Just like the Count Puzzle, the Color Puzzle pits you against the computer or another player. Each side takes turns firing the bubbles in order to erase the target bubble indicated on the screen. However, if a player fires a bubble and erases any field bubbles, that player gets another turn. The first player to clear or knock down the target color bubbles wins the match. If a player crosses the deadline, he/she loses the game.



exclusive psp™ system puzzles

RUNNING LAUNCHER PUZZLE

This mode mimics the game play style of Classic Mode, but in this case, the launcher is constantly moving. You are at the mercy of whichever direction the launcher happens to be facing!



MIX 'EM UP PUZZLE

In this mode bubbles are continuously changing colors, guaranteeing that you will never experience the same puzzle twice.



SHOT PUZZLE

You have ONE CHANCE and ONE BUBBLE to make a match and cause the bubbles to pop. This game must be cleared in one attempt.



TIME WARP PUZZLE

Bubbles move in varying speeds across the entire playing field.



vs computer mode

The following modes are available to play in VS Mode against the computer.

- Classic Mode
- Ghost Mode
- Count Puzzle
- Color Puzzle
- Blind Puzzle
- Running Launcher Puzzle
- Time Warp Puzzle
- Mix 'Em Up Puzzle

Multi-player

Multi-player mode lets you play head-to-head against the computer or another player using Multi-player connectivity. Remember, your goal is to defeat your opponent, not simply "clear" your bubbles. The important thing is to drop many bubbles because bubbles dropped from your field are added to your opponent's field. The following Multi-player modes are available:

- Classic Mode
- Ghost Mode
- Count Puzzle
- Color Puzzle
- Blind Puzzle
- Running Launcher Puzzle
- Time Warp Puzzle
- Mix 'Em Up Puzzle

STARTING A GAME

To connect a *Bust-A-Move Deluxe* Multi-player game, create an 'ad hoc' connection. To do this, the other players need to be physically within range and have their WLAN switches in the "On" position.



LOCAL (AD HOC) OPTIONS:

VS 2P

Choose this option if you want to set up an 'ad hoc' game for a fellow player within range. Hosting a game will allow you to choose the game type and mode of play. If you challenge another player at the lobby screen, you will become the designated host. Selecting VS 2P will take you to a screen that lists all users available for a multi-player game. Press the **X** **BUTTON** to challenge another user and begin the game.



2-Player puzzles include:

Ghost Mode, Classic Mode, Count Puzzle, Color Puzzle, Blind Puzzle, Running Launcher Puzzle, Time Warp Puzzle and Mix 'Em Up Puzzle



bubbles AND blocks

- **Regular (color) Bubble:**
Blue, Red, Yellow, Green, Purple, Orange, White, Gray
- **Bomb Bubble:**
Destroys all bubbles in its immediate area.
- **Rainbow Bubble:**
Turns into the color of the bubble that erased all bubbles around it.
- **Metal Bubble:**
Destroys all bubbles it touches, except the Nuisance Bubbles.
- **Star Bubble:**
Erases all bubbles with the same color as the one that hit it.
- **Nuisance Bubble:**
Meant to impede your progress.



